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GAMES AND PLAY
for
SCHOOL MORALE

GAMES AND PLAY
for
SCHOOL MORALE

A COURSE OF
GRADED GAMES
FOR
SCHOOL AND COMMUNITY
RECREATION

UNIV. OF CALIFORNIA

Arranged by
"MEL" SHEPPARD *and* ANNA VAUGHAN

Price 25 cents

Published by
COMMUNITY SERVICE
ONE MADISON AVENUE
NEW YORK CITY

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UNIV. OF
CALIFORNIA

Graded Games for School and Community Recreation

The Indoor Recreation Work is given in the form of plays and games.

While the plays and games listed have been carefully arranged and graded with a view to adapting them to the schoolroom, many of them are suited to playground, hall and gymnasium use.

It is suggested that at least one game period a day be given out of doors during the pleasant weather.

Rules to Be Observed in Giving Games

1. Teacher should be familiar with the game before giving it.
2. Teach by imitation in the story-plays and rhythm, as best results come from the teacher playing with the children.
3. Be sure that the air is fresh when giving a game.
4. In every rest period give a breathing exercise.
5. See that all the children have a part in the game.
6. Upon the spirit which the teacher puts into it depends the success of the game.

Story Plays are imitations of well-known activities. They may be experiences related to home activities, the surroundings near the home, the season and to school work.

Capitalize the child's imagination and experience as a basis for developing Story Plays, keeping in mind the types of exercise necessary to give the children the proper amount of exercise.

The following is illustrative of the forms of exercise to be found in a story play:

A Day in the Woods

Stretching—Reach up high. Take your coat and hat.

Leg movement—Walk quickly (skip) to the woods. (Each two rows walk around one row of desks.)

Head exercise—Look up at the bright autumn leaves.

Arm exercise—Raise your arms and touch them.

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Trunk and Arm exercise—Rake the fallen leaves. (Lean forward, bending body forward to either side.)

Knee Bending—Run and jump into the pile of leaves.

Breathing—Breathe in the fresh air.

Suggestive List of Story Plays

Home Activities—Washing, ironing, baking, sewing, sweeping, dusting.

Industrial Activities—Fireman, soldier, shoemaker, blacksmith, carpenter, etc.

Seasonal Activities:

Fall—Nutting, Thanksgiving, Jack Frost, gathering apples, etc.

Winter—Christmas Toys, Snow Fort, Valentine Day, Washington's Birthday.

Spring—Flying Kites, making a garden, trees in a storm.

Summer—The Playground, swimming, picking flowers, a day at the circus.

Correlate rhythmic exercises with the reading language and nature work. The movements may be executed to music, Victrola or piano being used.

Walking fast	Galloping horses
Walking slow	Hammering
Jumping	Rabbits jumping
Running	Ducks waddling
Ringing bell	Skating
Marching	Raking garden
Hopping	Rowing boat
Clapping	Bouncing ball
Beating drum	Throwing snowballs
Blowing bubbles	Elephant's walk
Fairies skipping	Giant striding
Birds flying	Goose waddle
Boats sailing	Turkey strutting
Blowing bugle	Indian walking
Blowing up a balloon	Walk like a dwarf
Climbing a steep hill	Crow like a rooster
Imitate a steam engine	Breathe in the fresh air
Smell the pretty rose	Blow a feather in the air

FOR THE YOUNGER CHILDREN

The Circus

All ready for the big circus parade. Choose what you want to do or be in the parade. Now we are at the circus grounds. The band marches around the tent. Choose the instrument you want to play. See the big, big elephants in the circus. Let us feed the big elephants. Now look at the pretty high-stepping horses. See if we can step as high as they. The little baby ponies are coming now. Let us make tiny steps just as they do. Now the juggler is ready to play. Throw the ball high, way up high, and catch it on your nose. Heads up high. Now let's breathe hard, drink in the fresh air and run home to Mother.

Introduce skipping, hopping, running, jumping.

1. Stand like soldiers. (Head, eyes, chest, feet.)
2. March like soldiers.
3. Run like fairies.
4. Run like brownies.
5. Fly like birds.

    Fly to the woods in front of you.
    Fly to the woods in back of you.
    Fly to the woods to the left.
    Fly to the woods to the right.

Play you are trees.

Bend to the left; arms sideward or overhead.

Bend to the right; arms sideward or overhead.

Galloping horses: Hold reins—gallop forward.

Skipping children: Skip—lightly and evenly.

Bursting bag:

1. Breathe in.
2. Blow.
3. Clap.

Blow a soap bubble. Keep a feather in the air. Blow out a candle.

Blow a trumpet. Imitate the wind. Imitate a train of cars. Imitate a flute. Blow a whistle. Blow a bugle.

Moving Day

Two adjacent rows play together. The first of May is moving day. The seats are houses. One player is chosen to be "It" and he walks up and down the street between the two rows. At a signal, the residents along

the street change houses before and behind him and he tries to get a house while it is vacant. The seats not occupied and one more must be marked and not used in the game so that there is at all times one person without a house. If the people do not move often enough the one who is "It" may number the players and then when he calls, two or three numbers may change places.

Old Hen and Chickens

Choose a leader to be the old hen, who goes out of the room. All the others sit at their seats, heads bowed on the desk. Touch four on the head. Immediately they become little chickens. The old hen is recalled and as she says "Cluck! Cluck!" the four wee chicks answer "Peep! Peep!" The mother hen tries to locate them by sound. The chick discovered first becomes the old hen.

Good Morning Game

One child is chosen as leader. He stands in front of class facing the blackboard; the teacher steps lightly down among children and touches a pupil on the head who says to the leader "Good Morning John Brown." The leader responds by saying "Good Morning, Mary Smith." If the leader fails to recognize the voice of the pupil speaking, his place is taken by that child and the game continues. This game is especially good exercise in ear training.

Birds Learning to Fly

Mother bird and little birds all stretch wings. Look up at the pretty blue sky. Fly around lightly. Tuck wings under and hop. Drink from the pretty brook. Stretch wings ready to fly back home. Tired, breathe, raise and lower wings. Rest in your little nest.

Automobile

Let us go for a spin in the park. Stoop, crank your automobile. Step into the machine. Ride around the track; blow your horn. Pump up your flat tire. Bend and stretch arms upward to rest them. Ride home. Breathe in the good fresh air. Put your automobile into the garage.

A Day at the Beach

Run down to the beach, one row at a time. Stoop, gather a handful of stones. Raise hand high, throw stones out into the sea. Now dig a well with your

shovel. Put shovel down hard, throw sand over shoulder. See the big wave coming in. Run and see how near you can come to it without wetting your feet. Run back quickly as wave comes nearer. Wade out into the water. Lift knee high. Mother is calling. Run home quickly. Take a long, deep breath.

Out for a Picnic

Pack your baskets. Hang them over your arm. Run down to the street car. Give your fare to the conductor. Step down from the car very carefully. Look up and down for passing automobiles. Run down to the beach. Ready for lunch baskets. Eat your lunch. Drink the cool, spring water. Now for the whirligig. Choose a galloping horse. Ready—go. Stop, slowly. Get off the merry-go-round. Run for the street car. Wave goodbye to your friends. Take a deep breath.

FIRST GRADE

Squirrel in Trees

Three players stand so as to represent a hollow tree, facing center with hands on each other's shoulders; a fourth player stoops within to represent a squirrel. Let the other players see how this is done and they in the same way form groups of four. There must be one extra player, who is a squirrel without a home. Upon a signal by the teacher all the squirrels must change trees and the homeless squirrel tries to get a tree. This leaves another squirrel without a home. And the game is repeated. After a time let each squirrel change places with one of the players of the tree so as to give all a chance to be squirrels.

Bean Bag Passing

The class is arranged so that there are the same number of players in each row. A bean bag is placed on each front desk. At a given signal the occupant of the front seat passes it overhead to the pupil behind him, who passes it to the next and so on until it reaches the end of the row, when it is returned the same way. The row returning the bag to the front desk soonest, wins.

Crossing the Brook

Draw two parallel lines on the floor with chalk to represent the banks of the brook. The players form in line and take a running jump across the brook. Those who step into the brook must run home to put on dry

stockings. Those who succeed in jumping across the brook continue round the course and jump again, this time increasing the width of the brook. Standing jump may be used in playing this game.

Days of Week

Name first row across the room, Monday; second, Tuesday; third, Wednesday, etc. Teacher stands in front of room with rubber ball. As she bounces the ball, she calls "Thursday." The row named Thursday run to the front. The child catching the ball takes place of teacher. The children failing to catch ball pass to their seats. The new teacher continues game until the ball is caught.

Wee Bologna Man

I am the wee Bologna Man,
Always do the best you can
To follow the wee Bologna Man.

A leader resourceful in ideas and brisk in movement stands in front of and facing the other players and rapidly repeats this verse, performing some action that the other players immediately imitate—such as beating a drum, playing a fiddle, sawing wood. Without pausing he varies his actions, the others continuing to follow his movements. Rapidity of time and vivacity determine the success of the game.

Do This, Do That

All players stand facing one of their number who is the leader. The leader assumes any position or imitates any action, at the same time saying "Do this," and the others immediately imitate. Should the leader at any time say "Do that!" instead of "Do this!" any player who imitates the action performed must be seated. The leader may choose any positions that are familiar, such as arm movements, head bendings, trunk bendings, jumping, hopping, etc., or imitate familiar actions, such as sawing, hammering, washing, ironing, sewing, sweeping, flying, etc.

I Saw

Class stands as for gymnastics. The teacher, beginning with the first file, asks the leader, "What did you see?" The leader suggests some activity as "I saw a butterfly flying," "I saw a boy beating a drum," "I saw a chicken hopping on one foot," "I saw a drum major leading a band," "I saw a horse galloping down the street,"

"I saw a boy rolling a hoop," etc. Each row in turn imitates its leader, following him around the room and back to place.

Squirrel Game

Players all seated but one, heads on desks, eyes covered, one hand on desk with palm up. The odd player is a squirrel. The squirrel passes up and down between the rows and puts a nut in some player's hand. This one rises and chases the squirrel. If the squirrel is caught before reaching his own seat, the one caught becomes squirrel. If the squirrel is not caught, he can be squirrel again.

I Say Stoop

One person is chosen leader, taking his place before the class which is standing at their seats. Whenever the leader says "I say stoop!" both he and the class stoop and quickly rise again. But when he says "I say stand!" and stoops as before, the class must remain standing. He repeats his commands in rapid succession and any player who makes a mistake must be seated.

Game for Alertness

Draw a circle on the floor. Call upon a child to run into the circle, while you count ten. If he succeeds in getting both feet into the circle before you finish counting he is safe. Otherwise he is out of the game and must perform some other task before taking his seat.

Charley Over the Water

Players stand in a circle, hands joined. One player is chosen to be Charley. If more than twenty players have several Charlies. Charley stands in the center. The other players, skipping around him, repeat:

Charley over the water, Charley over the sea,

Charley caught a blackbird, can't catch me.

At the last word, the players stoop and Charley tries to tag them before they reach that position. If successful, the player tagged changes places with him.

Hickory, Dickory Dock

Hickory, Dickory, Dock,
(Moves arms to right, left, right, in pendulum fashion)
Stamp right—left.
The mouse ran up the clock,
(Run four steps forward.)

The clock struck "One!"
(Pause a moment to listen on "One"—clap hands)
And down he ran,
(Run four steps back to place.)
Hickory, Dickory, Dock.
(Swing arms right, left, right. Stamp, left, right.)

See Saw, Margery Daw
(Mother Goose Melody)

1. See Saw—Margery Daw.
   (Arms sideward raise, sway body to left and right.)
2. Jack shall have a new master.
   (Partners join hands—skip forward four steps.)
3. But he shall have a penny a day.
   (Step left, point right toe forward, shaking right forefinger at partner and left hand on hip.)
4. Because he won't work any faster.
   (Join both hands with partner, skip around in place four steps.)

The Leaves

1. The leaves are green, the leaves are brown,
   They hang so high they will not come down.
   Leave them alone until frosty weather
   And then they will all come down together.

Rhythmic—The above is an old English circle game. During the first 3½ lines skip or run around the circle, stretching arms high overhead, and on "Come down together," drop to the floor.

Run for Your Supper

Players in a circle. One player chosen by teacher goes around inside, holds out his hand between two players and says, "Run for your supper." The two players run around opposite ways outside. The one who returns first to the vacant place wins, and may start the next runners.

SECOND GRADE

Scarf Relay

Divide the room into teams of three rows each. In front of each team, some six or eight feet distant, place a chair with a scarf tied to each. The first child in each team acts as leader. He runs to the chair, unties the scarf and returns with it to the child sitting back of him.

That child in turn runs quickly to the chair and reties the scarf and returns to his seat. The next child runs to the chair and unties the scarf, runs back with it to the next child and the game continues. The object is to see which team finishes first. By keeping the feet under the desks and returning by the same aisle as they came forward, the game proceeds quickly and quietly.

Teacher and Class

One player is chosen for "teacher." The others stand in a line side by side, facing her at an interval of five to ten feet. If there are many players, make several groups of this kind, keeping a distinct interval between groups.

The teacher starts the game by tossing the ball to each pupil in turn, and it is immediately tossed back to her. If a pupil misses, he goes to the foot of the line. If the teacher misses, the player at the head of the line takes her place, the teacher going to the foot. Make the action as rapid as possible.

Slap Jack

The players join hands and form a circle. One is chosen to be "it" and runs on the outside. He taps another player, who quickly runs in opposite direction. The place he left remains vacant until one or the other shall have returned to it first. The unsuccessful player continues the running. The players upon meeting may exchange greetings, bow to each other or shake hands, before completing the circuit.

Hand Tag

The players form a circle facing inward. A tagger stands in the center of the circle. The players raise their hands forward, palms upward. As soon as a tagger tries to slap a hand it should be quickly lowered. The one who is tagged takes the place of the tagger.

Drop the Bean Bag or Handkerchief

Players join hands and form a circle. One is chosen to be the runner and runs around the outside of the circle, dropping the bean bag or handkerchief on the floor directly behind one of the players. This player picks up the bag (or handkerchief) and tries to tag the runner before he can reach the vacant place in the circle. If he succeeds he returns to his place and the runner drops the bag (or handkerchief) behind some one else. If he fails he becomes the runner.

Changing Seats

The class is seated in full rows, each two rows playing together. One pupil having no seat stands in the aisle between the two rows.

The teacher claps her hands once and all exchange seats as rapidly as possible. The pupil in the aisle attempts to secure one of the vacant seats. If he succeeds the one left without a seat stands in the aisle.

The game is repeated as before until the teacher claps her hands twice when all take their own seats.

Cat and Rat

The players join hands and form a circle. One is chosen "rat" and stands inside the circle. Another is the "cat" and takes her place outside. The "cat" tries to catch the "rat." The players favor the "rat" and allow him to run in and out of the circle, but try to prevent the "cat" from following him by raising and lowering their arms without bending knees. When the "rat" is caught, both join the circle and the next player to the right or left of each becomes "cat" and "rat." When there are a large number of players, two cats may be chosen.

Round and Round Went the Gallant Ship

Players form a circle, hands joined. Stepping lightly around the circle, they recite the following verse, bobbing down quickly on the word "sank":

Round and round went our gallant ship,
Round and round went she;
Three times round went our gallant ship,
Till she sank to the bottom of the sea.

Rhythmic.

Jack Be Nimble

Place a small object eight to ten inches high upright on the floor to represent a candlestick. The players run in single file and jump with both feet at once over the candlestick, while all recite:

Jack be nimble,
Jack be quick,
Jack jump over the candlestick.

Each player tries to clear the candlestick without knocking it over.

Rhythmic.

Huckle, Buckle, Bean Stalk

One row of players leave the room. The others hide some small object, placing it in plain sight, but where it would not be likely to be seen, as on the top of a picture frame, in a corner on the floor, behind the steam pipe, etc. It may be placed behind any other object, so long as it may be seen there without moving any object. When the object has been placed, the players are recalled, and all begin to hunt. As soon as one spies the hidden object, he goes at once to his seat saying, "Huckle buckle, bean stalk!" which indicates to the class that he has discovered it. When all have discovered the object, another row is sent out of the room, and the pupil who found the object first, proceeds to hide it. The game continues until everyone has had a chance to locate the hidden article.

Handkerchief Tag

One player has a handkerchief, one is chaser. The players are scattered about the field. The chaser runs after the one who has the handkerchief, who, to save himself from being tagged, gives the handkerchief to another, who is chased. Should the chaser tag the one holding the handkerchief, that one becomes chaser.

Alphabet Game

Divide the class into two teams. Cards about 5x7, containing in large type the letters of the alphabet, are passed out to each team. The teacher flashes a word before the class. The players, holding the letters necessary to make the word, come to the front and stand holding the cards in front of them, in correct order. The side spelling the word correctly first scores a point. Team scoring most points wins. (It is advisable to have one letter of the alphabet on one side of the card and a different letter on the other.)

Run Rabbit Run

Class lines up in two groups. One group are rabbits, safe in their homes. The other group are foxes, walking about in the woods. The old mother rabbit takes her young ones out to look for food. They go softly, because they fear the old fox might see them. Suddenly the leader of the foxes cries out "Run, Rabbit, Run," at which all the rabbits try to reach their homes in safety before the foxes catch them. All those who are caught becomes foxes, and help catch the remaining rabbits.

Fairies and Indians

Let the girls be Fairies. The boys play they are Indians. The Fairies are in the woods. They run about and at last fall asleep in the woods, all but one Fairy, who keeps watch while the others sleep. The Indians, who have been hiding behind the trees, come out from their hiding places cautiously, and as they approach the sleeping Fairies, the Fairy on guard calls "Indians." At the call the Fairies rush out to catch the Indians before they get back to their wigwams. Every Indian caught becomes a Fairy.

THIRD GRADE

Automobile Race

This game is to be played by the second and fifth, the first and fourth rows, or the third and sixth rows.

Place a flag on the front desk of the first row and name that row an automobile.

Place a flag on the front desk of the fourth row and name that row a different automobile.

At a given signal each child on the front seat rises, runs up one aisle and down the next and places the flag on the desk of the second child, who quickly takes the flag, runs up the aisle and down the next, placing it on the desk of the third child. When the flag reaches the child in the last seat he brings it to the teacher. The row which succeeds in getting the flag back to the teacher first is the winner.

To vary this game, name one row a steam engine, another an automobile.

Name one a bicycle, another a trolley car.

Insist that in every case the children keep their feet under the desks to prevent anyone tripping.

Community excitement.

Trip Around the World

Geographical.

Players form a large circle. Number off by twos. Number one steps in front of number two and kneels facing center of circle. Number two places finger tips on the head of one kneeling. One player stands alone in center. Number ones represent cities. At a given signal, number twos face left and run around the outside of the circle. Suddenly another signal is given, when all running stop and get safely behind one of

the kneelers. The center player upon hearing the signal attempts to find a place. If he succeeds someone else is left without a place who, in turn, becomes center player.

Let the two circles exchange places and repeat the game.

Club Hustle

The players are lined up in files.

The leader of each file has an Indian Club.

At the word "Go" all jump in half stride position and the club is passed between the legs, each player passing it on to the next until the end of the line has been reached.

The last pupil runs to the front and passes it back along the line again. When every player has been at the head of the line and the leader is in front again the race is over. The file finishing first wins the race.

This game may be played with bean bags, medicine balls or dumb bells.

Speed contest.

Floor Tag

Players form a circle, placing right or left hand on the floor as the teacher indicates. Player who is "it" stands in the center. At a signal the players stand and move about promiscuously, the player who is "it" attempting to tag one of the others before he gets his hand on the floor. If he succeeds, the one tagged becomes "it" and the game proceeds.

Off guard.

Circus Game

A leader is chosen who stands before class and says "I went to the circus and saw a bear." The next child says, "I went to the circus and saw a bear and ——" naming another animal of his own choice. The next player repeats all that the previous players have said in exactly the same order, adding a third animal. Insist upon exact wording.

Concentrated attention.

The Wind Blows

Players stand as for gymnastics. Leader stands in front of class and says "The Wind Blows East," upon which all turn to the east. If the leader says "The Wind Blows West" all turn to the west. The leader

continues to give commands and each time the players turn in the direction in which the wind blows. Occasionally the command "The Wind Blows a Whirlwind" is given, whereupon all make a complete circle, returning to original position. Should the order "Whirlwind" be given by itself all remain still. Anyone caught moving at this point drops out of the game. The players standing longest become next leader.

Following directions.

Hoop Game

Wind six hoops each with a standard color. Make six bean bags a corresponding color. This game is played by six files of equal number. In front of each file station a player who holds the hoop in a vertical position and to his right, shoulder high. Two players, one for scorekeeper, the other to return bean bags to the place from which they are to be thrown, stand a little to the back of player who is holding the hoop. Upon a given signal the first player in the file throws his bean bag, endeavoring to pass it through the hoop, in which event he scores one point for his line. The bean bag is returned to the second child in the file, who at the signal throws it through the hoop, if possible. The file scoring the greatest number of points wins.

Test of skill.

Flag Relay

Divide room into two teams, each team holding a flag. Upon a given signal the first child in each team runs forward and makes a complete circuit of his team and upon returning gives his flag to the player behind him, who, upon receiving it, proceeds to make a circuit, giving his flag to the third player. The team finishing first wins.

Patriotic.

Touch Game

Players form a circle—one player stands in the center. A basketball is passed quickly around the circle, moving in one direction only. The ball must not be thrown. If the center player succeeds in touching a player when holding the ball, he immediately exchanges places with him and the game continues.

Speed defiance.

King of the Ring

A circle is drawn on the ground. The players stand shoulder to shoulder inside of the circle with arms folded, either on the chest or behind the back. At a signal, the game begins and consists of trying to push one's neighbor out of the circle with the shoulders. Players must not unfold arms. Anyone doing so or falling down is out of the game. The one who remains longest in the circle is king.

Strength test.

Blackboard Relay

Draw a circle on the blackboard directly in front of each row. Supply the first child in each row with a piece of crayon. At a given signal the first child in each row stands to the right of his desk, runs lightly to the board, makes his mark in the circle and returns by the left, placing the chalk on the desk of the child behind him as he is seated.

The second player stands, runs, makes his mark in the circle, and, returning, places the chalk on the desk of the child behind him. The others proceed in like manner the row finishing first wins.

Each child must make his mark within the circle and upon returning sit erect, feet under the desk.

Speed.

New Orleans

The players are divided into two groups—A and B. One group (A) performs some action representing an occupation, as sewing, picking flowers, driving nails, etc. The other side (B) must guess in a limited number of guesses what the motions represent. If it fails, one player from this group must go over to the other group. Then the A's have another chance. If the B's guess correctly they may select one from the "A" side and also have another chance to represent an occupation. The side having the most players at the end of the game wins.

After the A's have decided what they are to do they approach the B's and the following dialogue takes place:

A's. Here we come.
B's. Where from?
A's. New Orleans.
B's. What's your trade?

A's. Lemonade.

B's. How's it made?

At the last question, the A's begin the motions previously agreed upon.

Intelligence test.

Ducks Fly

Children stand in files. Leader stands in front of class and gives names of various birds saying "Blue birds fly," or "Sparrows fly," etc., raising her arms sideward to shoulder height and down again in imitation of wings. The children follow her motions. After giving successive birds' names, the leader suddenly changes to the name of something that cannot fly, moving her arms as before, while the children must keep theirs still. If a child makes a mistake he must take his seat. The last child standing is the next leader.

Intellectual alertness.

Simon Says

One player chosen to be "Simon" takes his place before the other players. He commands some gymnastic movement as "raise arms forward, bend knees," etc. As he does so he calls out, "Simon says." If, however, he omits "Simon says" before his command, the players should not execute the movement, even though he does. Anyone failing in this must be seated.

Intellectual alertness.

FOURTH GRADE

Fox and Hound

The players stand in rank and file. They join hands across the ranks. A fox and hound are chosen. The hound is out to catch the fox. They can only run where the passageways are open. At the command "change," the players face left or right and join hands in opposite direction. The command to change is given often and each time the course of fox and hound is changed. There is no limit to the number of players. More than one fox and hound can be used for large groups.

Heeding signals.

Grand Right and Left

Players in couples, right hands joined, marching in a circle counter clock wise. For convenience call out-

side circle number two, the inner circle number one. Odd player in center. At the command "Grand Right and Left," No. 2 swings No. 1 in front of him and to his right, giving his left hand to approaching No. 1. Continue around circle in like manner until command "change" is given. At this point of the game the center player tries to get a partner. If he succeeds someone else becomes "it" and the game proceeds.

A challenge alertness.

Automobile Relay

Each row represents some popular automobile. The first child in each alternate row, at a given signal, leaves by the right side, runs forward around his seat, then to the rear of the room on the left side, thus completely encircling his own row of seats. As soon as he is seated, the next child behind him runs in the same manner, and the game continues until the last child has run and has returned to his seat. The row finishing first wins.

Community excitement.

Hop Toads

The players form a circle, hands joined. One toad stands in the center holding a rope, at the end of which is tied a bean bag. The center toad swings the rope first in a small circle gradually enlarging the radius until it comes in direct line with the feet of the toads in the circle, who must jump to avoid being hit by the bag. Should anyone in the circle be hit by the bag he takes the place of the center toad.

Dodge game.

Bear in the Pit

The players join hands and form a circle to represent a bear pit. One stationed as bear stands in the center. The bear tries to get out of the pit under or over or breaking through the bars—(clasped hands.) Should he succeed in getting out all the rest give chase. The one who succeeds in catching him becomes the bear.

Strength test.

Follow the Leader

One player chosen as leader performs a series of marching activities, work-a-day occupations, or gymnastic exercises, the other players imitating him accur-

ately—and responding promptly. Anyone failing to do so retires to his seat and becomes a spectator. This is an old but ever new game.

Imitation.

Bear in the Ring

One player is chosen as bear, sits in the center of the room on a stool. A second player is chosen to be the keeper. The keeper stands by the bear holding in his hand a short rope about two feet long, knotted at each end to give a firm hold. The rest of the players stand around in a circle and attempt to tag the bear without being tagged by the bear or his keeper. The players may attack the bear when the keeper says "My bear is free." Should a player strike at the bear before the keeper says "My bear is free," they change places. The keeper aims to protect the bear. As in the case of the bear, if the keeper tags one of the players they exchange places and the keeper returns to the ring.

Alert attention.

Fetch and Carry

Each player is supplied with a bean bag. On the floor directly in front of each aisle a circle about eighteen inches in diameter is drawn and close up to the blackboard. At a given signal the first player in each row runs forward, deposits his bean bag in the circle in front of his aisle and runs back to his seat. As soon as he is seated the player behind him runs forward, places his bean bag in the circle and returns to his seat. The game continues until every player in the row has deposited his bean bag. The row finishing scores one.

The game is then reversed. The last player in each line runs forward, picks up a bean bag and returns with it to his seat. Upon being seated he touches the player in front of him on the shoulder, this being the signal for that player to run forward, pick up a bag and return. No player is permitted to run before the signal is given. The row finishing first scores one.

Speed competition.

Corner Spry

Divide your players into four stations, one group in each of the four corners of the room. Four captains are chosen, who stand in the center, each with a bean bag and facing his corner of players. At a signal each

captain throws his bean bag to each player in his group, who in turn throws it back to the captain. As the captain throws to the last player in the group he calls, "Corner Spry!" and runs to the head of the row, the last player taking his place as captain. The group succeeding first in having all of its players in the captain's place wins the game.

Speed competition.

Sentence Relay

Have the same number of children in each row. Supply the first child in each row with a crayon. Upon a signal from the teacher the first child in each row stands, runs to the board, and writes one word, that serves as the beginning of a sentence. Upon returning to his seat he gives the crayon to the next child, who runs to the board and adds another word and returns to his seat and the next child in turn adds still another word. The row completing a sentence first wins.

Intellectual competition.

Frog in the Sea

One player is chosen to be frog and sits in the middle of the circle, with his feet crossed tailor fashion. The other players stand in a circle around the frog and repeat: "Frog in the sea, can't catch me." They dance forward toward the frog, teasing him and trying to keep from being tagged by him. Should one be unfortunate enough to be tagged by the frog, then the tagged player and frog exchange places. The frog is not allowed to move at any time from his position in the middle of the circle.

Challenge.

Hound and Rabbit

The players stand in groups of three, clasping hands to form a circle or tree. The other players, one for each tree, are rabbits. An extra player, who is the hound, tries to steal a tree from one of the rabbits as they exchange places. The hound then becomes a rabbit, leaving the slow player to be hound. No two rabbits may dodge into the same tree. All rabbits must move at signal.

Physical alertness.

FIFTH GRADE

Dodge Ball

Boys and girls form separate circles. The players form a circle, facing inward. Every other player steps inside the circle, facing outward. The outside players throw a basket or tennis ball at those in the center, trying to hit them. The center players run about in the circle trying to dodge the ball. As soon as a player is hit he must step out of the circle. The game continues until all have been put out. The game then begins over with the other players on the inside.

Make five minutes time limit for each side and permit no one to tag above the knee.

Dodge game.

False Alarm

Two parallel lines are drawn on the ground, about 40 feet distant. All of the players except one stand beyond one of these lines. In the middle territory between the lines the one player chosen to be "it" takes his place and cries, "Black Tom! Black Tom! Black Tom!" whereupon all the other players rush across to the opposite line, being chased by the center player, who catches any that he may. Anyone so caught joins him thereafter in chasing the others. Sometimes the center player, to tantalize or mislead the other players may say, "Green Tom" or "White Tom" or anything else he may choose. If a player starts to run upon any such false alarm or starts before "Black Tom" has been repeated three times, he is taken captive, and must join the players in the center. The first one caught becomes "it" for the next game. No one but the original "it" is permitted to give the signal.

Challenge.

Got Left

The players stand in couples behind each other. One player is chosen to be catcher and takes his place about ten feet in front of the other players and facing in the same direction. Without turning his head he calls "Last couple out, one, two, three," clapping his hands three times. The last pair in the line runs forward, the right hand one on the right side of the double line, and the left hand one on the left side, and try to join hands in front of the catcher. The catcher may not chase them

before they are in line with him and may not turn his head to see when and where they are coming. They should try to vary their method of approach, circling in and out on either side of or close to the lines. If the catcher succeeds in tagging them before they clasp hands, the one he does not touch becomes his partner and they take their place at the front of the line. The tagged player becomes catcher. If they are not caught they are free and the game continues until someone is caught.

Statue Tag

Any number of players may participate in the game. The one who is "it" begins the game by striking a posture to be assumed by the other players. To escape being tagged, the players must assume this posture, but no one may do so in safety more than three times. After that he may be tagged. The first one tagged is "it" and sets a new posture.

Third Man

Players stand in couples, facing each other, couples scattered in any way about the room. One player is chosen as runner, another as chaser. The runner is free from being tagged when he steps between the two players of any couple, and the chaser now must chase the one toward whom the runner turns his back.

Indian Dance

The players form in a circle about two steps apart. The leader stands in the center holding a cord with a small sand or shot bag attached to the end. He swings the cord around the circle so that the shot bag is close to the ground. Each player on the approach of the bag must jump up to avoid being hit. Each one struck by the bag or cord steps out of the circle, and this is continued until all are out. The last one put out becomes leader and the game continues as before.

Jolly Miller

Place the boys on the left and the girls on the right. The class marches in a double circle. One child acts as miller, standing in the center. With the completion of the song the boys face about. The song is then repeated, the boys marching one way and the girls the other. The miller claps his hands three times and all run for a partner, the pupil not getting one becomes "Miller."

Jolly is the miller, who lives by the mill,
The wheel goes round with a right good will,
One hand on the hopper, and the other in the sack,
The right steps forward and the left stays back.

Relay Race

Players are divided into two or more teams, the members of each standing one behind the other, directly back of the starting line. The first player of each team holds a handkerchief in one hand and at the word "Go" runs to a certain goal and returns, handing the handkerchief to the second in line and taking his place in the rear. This continues until all have run, the team finishing first winning the race. Each team has a separate goal, but all must be equally distant.

Hill Dill

Players are arranged in two opposite lines facing the center. One player is chosen to be "it" and takes his place in the center of the playground. The center player then calls,

"Hill Dill, come over the hill,
Or else I'll catch you standing still."

He claps his hands three times, whereupon the players run across to the other side. While they are crossing, they may be tagged. Those tagged must then help in catching others until all have been tagged. The last one tagged begins the game anew.

Tommy Tiddler's Land

A square or circle drawn by Tommy around himself represents Tommy's land. Tommy stands in the center trying to protect his supposed huge stores of treasure from the enemy. The other players try to invade his sacred territory and as they enter they shout,

"Here I stand on Tommy Tiddler's Land,
Picking up gold and silver."

If Tommy can touch or tag any player, that person becomes Tiddler.

Ten Steps

One player who is blindfolded stands in the center of the room. The other players stand anywhere they wish and in such positions as seem safest to them. The blind-

man is then told to take ten steps in any direction and try to capture a player by groping for him. If unsuccessful, he may take ten steps in another direction, and so on until someone is captured. The steps may be long or short as the blindman wishes.

Circle-Stride Ball

A football or basketball is necessary to the game.

All but one of the players stand in circle formation in stride position, with feet touching those of the next players to make a barricade for the ball. The odd player stands in the center.

The center player tries to throw the ball outside of the circle between the feet of the players. The circle players try to prevent the passage of the ball, using only their hands for this purpose. The play continues until the center player succeeds in sending the ball through the circle, when he changes places with the player between whose feet the ball has passed. If a circle player moves his feet in any way he must change places with the player in the center. When the ball has been sent out of the circle without passing between the feet of a player, the players turn outward, and the odd man tries to send it back inside, according the same rules.

The center player may appear to intend sending the ball in one direction, turning suddenly and sending it in another.

Center Base

One player takes his place in the center, holding a bean bag or ball. The other players form a ring around him, standing a little apart from each other. The object of the game is for the center player to return to the center and touch the ball without being tagged.

The center player tosses the ball to anyone in the outside ring and runs out. The player to whom the ball is tossed must catch it, place it in the center of the ring and chase the one who tossed it. This player tries to get back to the center to touch the ball before being tagged. If he is tagged he takes a place in the circle. If he succeeds in touching the ball he again throws the ball to some other player and the game begins again. If the chase continues too long, time may be called by the teacher.

It is permissible to have two or more balls of different kinds used and several sets of runners going at the same time.

SIXTH GRADE

The Flying Ball

The players stand in a circle facing the center, some distance apart. One player called the "center" stands within the circle. A basketball is thrown from one player to another, across the circle, or may be passed to the nearest neighbor. The center tries to touch the ball. If he succeeds, the one who last threw the ball or dropped it, becomes center.

Guess Who

Two files, A and B, stand on opposite sides of the room, facing each other. One player of file A stands in the center of the room facing his file. A hollow rubber ball or tennis ball is passed to anyone in file B, from where the ball is thrown to hit the center player. If he is struck he will quickly turn and try to discover the ball thrower. If he guesses the right one they exchange places, the one going to the center always facing his file. If the center player guesses incorrectly, he remains in the center, but faces about so as to give the other rank a chance to hit him. In case the thrower fails to strike he must exchange places with center.

Beetle Goes Around

The players form a circle, facing inward, with hands behind body. One player who carries in his hand a towel knotted at one end walks outside the circle. After walking or running a short distance, saying "Beetle is out, don't face about," he puts the beetle in the hands of someone, saying "Beetle move" at the same time taking his place. The one receiving the beetle strikes the player to his right, who, trying to avoid the beetle, runs quickly around the circle to his place. If the one to the right is caught, he becomes the new beetle. The game continues until all have had the beetle. Those who have had the beetle once fold arms, thus avoiding being given the beetle a second time.

Hawk and Hen

A file of ten or twelve players, so-called "hens," stand in line behind each other, hands on shoulders of player in front. The first player raises her arms shoulder high to protect those behind her. One player, the "hawk," tries to catch one of the hens, not the first and second of the file. The first hen must face the hawk through-

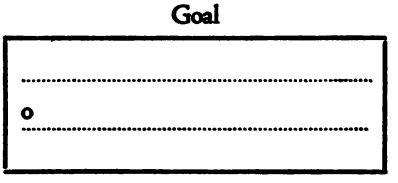
out all the movements and in order to keep out of the hawk's reach, all the other hens must keep in line with her. A hen caught is out of the play. Both the hawk and first hen take position at rear end of the file, the next two hens becoming hawk and hen.

Bogey-Man

One player, called the Bogey-Man, stands on one goal. All the other players stand on the goal opposite. The bogey-man runs out and calls "Are you afraid of the Bogey-Man?" at which the other players run forward toward his goal, whereat the Bogey-Man tries to capture one of the players. The one caught must follow the Bogey-Man to the opposite goal and from here both run, with or without joining hands, to catch the rest of the players. When all have been caught, the first player caught becomes "Bogey-Man."

Day and Night

The players are divided into two teams formed in two lines about three feet apart, facing in opposite directions.

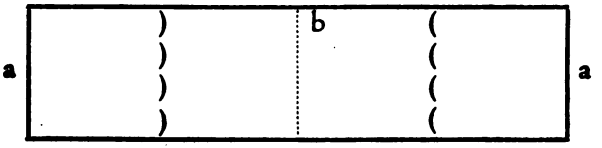


The leader has a disk painted black on one side and white on the other. A coin may be used in place of a disk. In front of each party at a distance of about fifteen paces is a goal. The leader throws up the disk. If the white side is up when the disk has alighted, he calls out "Day." The day party then rushes toward its goal and the night party pursues, catching as many of the "Day" party as possible. These they take back to their own goal. The captured members are now out of the game. The sides return to their places and the disk is thrown up again. The game is continued until all the players on one of the sides are out.

Boundary Ball

The players are arranged as shown in figure. The length of the space is about thirty paces, "a—a" being the outer boundaries and "b" a center line. The two

parties stand about ten paces from the center line. A member of the first party throws the ball. The members of the second party catch it or stop it from rolling. The catcher then throws the ball back to the first party



and so on until either party succeeds in passing the ball across the outer boundary line of the other party.

French Blind Man's Buff

A player blindfolded and furnished with a wand stands in the center of the room. The other players join hands and walk or hop around him until he signals them to stop, by tapping the floor with his wand. He points the wand at some one in the ring. The one at whom he points takes the end of the wand, and holding it must answer any three questions the blindfolded player may choose to ask. The player who answers may disguise his voice. If the blindfolded player recognizes the voice the two players change places.

Bull in the Ring

The players join hands and form a circle. One is chosen bull and wanders about in the inside, testing the circle in an effort to get out. If he breaks through and escapes the keepers chase him. The one catching him in turn becomes bull.

Call Ball

A basketball is needed for this game. The players, 10 to 30, are numbered and form a circle, one of the players standing in the center. The object is to catch the ball before the second bounce, when one number has been called.

The player in the center tosses the ball high up within the circle, at the same time calling the number of some player. The one called must quickly run and catch the ball on the first bounce. If he catches the ball he tosses it up and calls the number of some other player. If the ball is not caught the first player again tosses it up. The ball may be caught on the fly.

To vary the game, form sides, numbering the players, the odd numbers forming one side, the even numbers the other. The odd numbers must call on the even, and vice versa. One point is counted for every ball caught, and the side with the highest score after twenty tosses wins.

Arch Goal Ball

Basketball and basket goal are necessary equipment. The players (8 to 10 on a team) are divided into seven groups and line up in a single file in two or more lines, facing a basketball goal. Each line has a basketball and stands behind a starting line.

A game is finished when the last man on the team has crossed the starting line before the others have finished.

At a signal each leader passes the ball backward overhead and the next player takes it and passes it on in the same way, and so on down the line. When the last player receives the ball, he runs forward and tries to throw it into the basket standing on a line marked from five to ten feet from the goal. He is allowed but one throw, when he quickly takes his place at the front of his line (the line moving backward in place to make room for him), and he at once passes the ball backward overhead. The last player in turn runs forward, tries for the goal, and this is repeated until each player in line has thrown for goal.

Two points are scored for each team making the goal, one point may be given for finishing first. The team having the highest score wins.

Sometimes the game is played with a time limit. In this case each player throws until he succeeds in getting the ball into the basket. The team wins whose last man finished first.

Chicken and Fox

Two players are chosen—one to be the mother hen and the other to be the fox, who is after a chicken for his meal. The other players are in the brood—each one of them grasps the one in front of him, beginning with the largest, and placing themselves in line behind their mother. As the fox appears the hen says, "What do you want, Fox?" The fox replies, "I want a chicken." The hen in turn says, "Where will you get it?" The fox then replies, "Out of your flock." The fox then runs to the right and left trying to pass the

mother and get one of the chickens. The one caught becomes fox and the hen takes her place at the end of the line. The second in line in turn becomes mother hen.

SEVENTH GRADE

Changing Places

All players but one stand in a circle of about seven yards or more in diameter facing inward. The odd player stands in the middle. Each player is given a number which he retains all through the game. The teacher calls out two numbers (but not, of course, that of the player in the middle) and the players so numbered must change places in the circle. While they are doing so the odd player must try to get into one of the vacant places first, and if he is successful the ousted player becomes the odd man in the center.

Steal the Handkerchief

Players form in two lines facing each other and about eight yards apart. Each line is numbered so that there are corresponding numbers on each side. The leader then takes a rag, places it midway between the two lines. He then calls a number, and the players on each side having that number will rush forward and attempt to steal the handkerchief. The one succeeding scores one point for his side. The players return and the game continues; the side scoring highest wins.

On the Bank—In the Pond

Players form in a single file. An imaginary line to the left of the column designated as the Bank and an imaginary line to the right of the column designated as the Pond. These lines are about three feet apart. Teacher facing column calls out "On the Bank," the players jumping onto the Bank. He then calls out, "In the Pond," the players jumping into the Pond. At each command the teacher moves his hand to the opposite line from which players are located. In order to keep players "on their toes," teacher calls "In the Pond," when the men are in the Pond and at the same time moves his hand in the direction of the Bank. Those who jump across or remain behind when the command is given to do otherwise are out of the game.

Maze

All the players except two stand in parallel ranks, one behind the other. The distance between each player and each rank is that of "double arms' length," so that whichever direction the ranks may face with arms extended horizontally a line of players with finger tips touching will be formed. The ranks should be drawn up so as to form a square as nearly as possible. The chaser has to pursue the runner up and down the lines until he catches him, neither being permitted to pass under the outstretched arms. The teacher makes sudden changes in the lines by calling "right turn" or "left turn," on which all turn in the required direction, still keeping the arms outstretched. These sudden changes alter the direction of the paths down which the two players may run. The interest depends greatly upon the judgment of the leader in giving the commands "right (or left) turn." They should be given frequently —and sharply, and often just at the moment when the chaser is about to catch the runner. The game continues until runner is caught, or a time reached when a new chaser and runner are chosen.

The game may be played with hands on hips instead of arms outstretched.

Bombardment

Playground or gymnasium suitable place for this game. Basketball and Indian clubs are necessary equipment. Number of players 10 to 40. The ground is divided into two equal fields by a line across the center. At the rear of each field a row of Indian clubs is set up, there being the same number of pins as players. Should the number of pins be so great as to require their being closer than two feet, a second row should be placed in front of the first so that each club stands opposite a space in the preceding row of clubs.

The players are divided into two teams, from five to twenty in each team. The players stand behind their clubs and the dividing line in any scattered formation. Several balls should be put in play if a large number are playing.

The object is to knock down the opponents' clubs. Each player acts both as a guard to protect his clubs, and as a thrower. He may throw whenever he can secure a ball, there being no order in which players should throw. Balls may be made to displace the opponents' clubs by being thrown against the wall behind

the clubs so that they will rebound, knocking the clubs down from the rear. No player is permitted to cross the center line. The game is most interesting when several balls are in play at once. For each club overturned the side which knocked it down scores one. Every club overturned by a player on his own side spoils one for the opponents. The game is played in time limits of from one to twenty minutes, the side winning which has the highest score at the end of that time.

Japanese Tag

The players are scattered within a limited playing area. This game is played like ordinary tag except that "it" must place one hand on the spot where he was tagged, and hold it there while trying to tag another man. Any player running outside of the playing area automatically becomes "it."

Hook Arm Tag

Players paired in circular formation, inside arms hooked at elbows, outside hands on hips. Two players stand in the center, one is "it," the other is chased by "it." The chased player runs about the circle either inside or out and may hook the elbow of any player. The player he catches holds fast to him, and a third player is then the one to be chased. If he tags a player chased, before he can hook an arm, the latter must chase "it" or someone set free by "it," and the game continues.

Crossing No Man's Land

Formation—In single line.

A parallel line is drawn about fifty feet in front, and the player being "it" stands between this line and the players. At a signal, players change to the opposite line. "It" tries to catch as many runners as possible. Players so caught must help "it" catch the others. After such charge those uncaught assemble themselves and try to charge back to previous base. Players charge and re-charge until all have been caught.

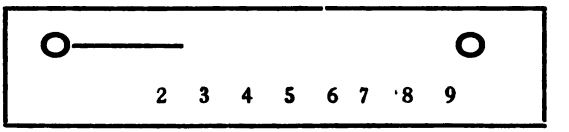
Object Relay Race

Players stand in files, an equal number in each file. Opposite and at about fifteen and twenty yards respectively from the front player of each file, two circles

(about eight inches in diameter) are marked on the ground, one straight behind the other. In the nearest of each of the circles an object (stone, stick, club) is placed. At the command "Go" the first player of each file races to the first circle, seizes the object and places it in the second circle, five yards off. He then races back and touches the outstretched hand of the next player in his row. The latter then races to the object and in the same way places it back in the near circle, and so alternately until each player of the row has had his turn. The last player after touching the outstretched hand of the "next to run" places himself at the rear of his row, which keeps moving forward so that the next to run is always "toeing" the original line.

Pass and Toss Relay

This game is suitable for playground, gymnasium or classroom. Equipment necessary is Bean Bag or ball. Number of players preferably 8 to 10 on a team. The players stand in two or more even ranks, facing sideways and numbered consecutively. The players at either end step two paces forward of the ranks, to the points marked 1 and 10 respectively, as they are to be in a position to catch the ball tossed by some other player.



No. 1 of each team tries to return to his original position first.

Player No. 1 has a bean bag (or ball) and at a signal for starting runs toward the rear and as he runs tosses the bag to No. 10. The line immediately moves forward one pace, No. 2 stepping into the place vacated by No. 1. Upon catching the bag, No. 10 takes his place in line with the rank, and passes the bag to his next neighbor, No. 9. The bag is then passed rapidly up the line until it is received by No. 3, who tosses it to No. 2. No. 2 in turn, as soon as he receives the bag, dashes for the rear, tossing the bag as he goes to the player standing at 10, who in this case will be No. 1. The line again moves up—No. 3 now stepping out to the place marked 1. The play is continued until No. 1 is back in his original position.

The rank getting the bag around to No. 1 first after he returns to his original position wins the game. No. 1 should hold the bag up at arm's length as soon as he gets it as a signal that his rank has completed its play.

Down and Up

Players form in column of files.

All spread legs. First player in the column passes some object (stick, stone, hat, eraser, bean bag) back between legs to the next player, who passes it on. When the last player in the column has received it he yells "Down" and runs forward astraddle the other players to the head of the column. The other players quickly rise and the object is passed back between the legs until all have carried it forward.

Zig Zag Relay

Players form in columns of files.

Place four bean bags four feet apart at a distance of ten feet in front of each column in direction of depth. At a signal the first player in each column runs to the right of the first bag, passes it and then runs to the left of the second, to the right of the third, to the left of the fourth and around it and then zig-zags back. When he reaches the starting line, he touches off a second player who, in turn, proceeds to duplicate the first player's performance. Column finishing first scores.

EIGHTH GRADE

Crows and Cranes

Players form in two lines, back to back and at about one yard interval. One line is designated "Crows" and the other "Cranes." If the leader calls out "Cranes," the Cranes will rush forward about thirty feet across a safety line, and the line designated as Crows will turn around and attempt to tag his opposing player before he has crossed the distance to the safety line. If the leader calls "Crows," the Crows will rush forward to their safety zone. Those who are tagged must go over to the other side. The team having the largest number of players at the expiration of a given time wins. The game can be made more intensive by the leader if he drawls out the "r" in either Crows or Cranes.

Jumping Circle

Players form a circle about 30 feet in diameter. One player in center holds a light rope about fifteen feet long with a soft weight on one end. The player in the center swings the rope around so that the players in the circle have to jump it. Player failing to jump the rope has a point counted against him or he may be made to withdraw from the game.

Hindu Tag

The players are scattered in a limited playing area, about fifty feet square. One player is "it." He chases players about and may tag anyone who is in "safe" position (on both knees, forehead on ground). Players ought not to remain in one place, but must move about. Any player tagged is "it." Players should not go out of playing area. Anyone doing so is automatically "it."

Swat to the Right

Any number of players may participate. Players form a circle, hands behind back, facing in, eyes closed. One player carrying a swatter (belt, knotted towel, etc.), runs around outside of circle and places swatter in someone's hand. The player receiving it immediately hits the player to the right. The player who is being hit, runs around the circle until he is back to his starting position. The player with the swatter follows the runner and swats him until he is back in position. The player with the swatter runs on and places it in the hands of some other player.

Squat Tag

The players are scattered within a limited playing area. One player is "it." He can touch anyone who is not in a full squat position. The player touched becomes "it" and chases about after some other player. Players who for fear of being made "it" remain in the squat position should be pushed over. The squat position consists of knees full bent with hands on hips.

Ten Steps

One player who is "it" blinds his eyes and counts ten while all the other players run for hiding places. As soon as the one who is "it" says "ten," the players must stand motionless wherever they may happen to be while he turns at once to look for them. Any player

whom he sees moving must come back to the goal and start over again. The "blinder" repeats this five times, and any player not entirely out of sight the fifth time the blinder turns must change places with him, while the original "it" becomes a spectator.

After counting "ten" and turning to look for moving players five times, the hunter counts one hundred to give players chance to reach their final hiding places and the game continues as in regular I Spy.

Hang Tag

One player is chosen chaser or "it" and changes places with anyone whom he can tag. Players may escape being tagged by hanging from anything overhead which will enable them to lift their feet from the floor. Played out of doors, players will naturally save themselves by catching hold of the branches of trees. If played in a gymnasium or playground pieces of apparatus may be used for the same purpose. Players are also considered safe if instead of hanging by their hands, they throw themselves across some obstacle such as a fence, which enables them to lift their feet from the ground. No two players may hang from the same piece of apparatus. The last one taking possession may keep his position, the one before him being obliged to find another place. This keeps the players constantly on the move and the game becomes more interesting.

Club Snatch

A goal is marked off across each end of the playground. An Indian club is placed midway between the goals. A starting base is marked on each goal line in line with the club. The players are divided into two equal teams, each having a captain. Each party takes its place in one of the goals. The object of the game is for one of the runners to snatch the club and return to his goal before a runner from the opposite side tags him, both leaving their starting bases at the same time on a signal. The players on each team run in turn, the captains naming the runner each time.

Indian Club Wrestle

Players come up in files not more than eight in a file. Each file forms a circle. In the middle of each circle four Indian clubs are placed. At the signal "go" each circle joins hands and pulls. When the umpire sees

that any player in any circle has knocked down a club he calls "Out one." That player withdraws from the game. All stop playing and wait for the signal "go" and the play is repeated. When any one of the circles has been reduced to one player, the game ends, the circle scoring that has the largest number of players left.

Pass Round

Players are in circle formation about four feet apart. They number off, odds forming one team and evens the other. A ball, eraser or some object is given each team on opposite side of the circle. At a signal the teams pass the object to the right to members of the same team only. Each player must catch the object in his turn. The team which passes its object so that it catches up with the opponent's wins. Any player dropping object must regain it himself and pass it on fairly.

Human Tug of War

Players form in columns of files facing each other. Players stand close together, arms placed about the waist of the player in front (grasping the left wrist with the right hand is the strongest grip). Leading player of each team grasps the opponent about neck or shoulders, team breaking first or having one or more players pulled over the line after thirty seconds is the leader.

Volley Ball

Ten to thirty players may play at one time on playground or gymnasium. Equipment consists of volley ball and tennis net.

For large teams this game is best played on a ground measuring fifty feet in length and twenty-five in width. A tennis net or a net two feet wide is stretched across the center of the ground from side to side, extending one or two feet beyond the boundary on either side. The upper edge should be from six feet and one-half to seven feet and one-half above the ground. The players are evenly divided into two teams. They scatter over their respective courts without special arrangement. A captain is chosen for each side. An umpire is desirable.

Each team tries to keep the ball in lively play toward its opponents' court, as each team scores only on

its opponents' failures to return the ball or keep it in the air.

The ball is put in play by being served by a selected member of either team, who should stand at the rear of his court with one foot on the rear boundary line behind the line. From this position the ball is tossed upward lightly from one hand and batted with the open palm of the other hand over the net and into the opponents' court. The server has two trials. A served ball may be assisted on its course by any other player on the server's side using one or both hands (open palm), no player so assisting the ball on the serve may strike it more than twice in succession, and the server under such circumstances may not strike it more than once.

Should the ball then fail to land on the opponents' court, the server loses his second serve. In serving, the ball must be batted at least ten feet by the server before being touched by any other player on his side. If a return ball hits a player on the server's side and bounces into the opponents' court, it is considered no play. The players on a side take turns in serving. A ball which bounds back into the court after striking any other object except the floor or ceiling is still in play.

In sending the ball across the net, players should aim for an unprotected part of the opponents' court or try in other ways to place them at a disadvantage. The service changes to opposite side when the serving side:

1. Allows the ball to touch the floor.
2. Knocks it out of bounds.
3. Fails to return it to the opponents.
4. The ball hits the net during the service.
5. A served ball falls outside the opponents' court.
6. A player on the serving side touches the net at any time.

Score. The game consists of twenty-one points—only the serving side scores.

One point is scored when:

1. A good serve is unreturned.
2. Any time when the opponents fail to return the ball which is in play.
3. When the receiving side touches the net.

(Should the serving side fail to return a ball to the opponents' court, they are put out. The serve passes to the opponents and no score is made.)

Scoring on Fouls:

1. Touching the net by a player on the receiving side allows the serving side one point.

2. A ball sent under the net counts one for the opposing side.

3. If the ball strikes any object outside the court and bounds back, although it is still in play, it counts one for the opposing side. A ball sent out of bounds in returning a service scores one point for the opposing team. One point is scored by the opponents whenever a player catches the ball or holds it for even an instant.

GROUP GAMES FOR ADULTS

Chariot Relay

Players line up at one end of the room. Count off by threes. Each group joins hands, and on the command "Go!" they run to the other end of the hall and return without letting go of hands. The first group back wins.

Hurdle Race

Place several objects at different distances. Contestants race, jumping over them.

Song Contest

Song contestants are supplied with pencil and paper. Standing on one foot, each writes two lines of a patriotic song. One finishing first wins.

Contestants are supplied with paper and crayon, and asked to draw a picture representing some popular song. The one whose drawing is the best representation wins the prize.

Laughing Relay

Line up players in twos. Partners face and march backwards four steps. Leaders draw for first chance. One side named Blues, other Reds. If "Blues" have first chance, they try for the space of thirty seconds to make the "Reds" laugh. All "Reds" found laughing are recruited to the other side. Three turns constitute a game. The side having most recruits at the finish wins.

Telegrams

Give each player a pencil and paper. Ask each to write the name of the city (town or state) in which he was born. Then ask each to separate the letters in the name of his birthplace and, using each letter as the initial of a word, to compose a telegram. Some interesting combinations are the result.

Whirlwind

This is an old English game. Arrange as many chairs as there are players in a circle. All the players but one are seated. This odd player takes his position

in the center of the circle. His object is to take the vacant chair, but this the others prevent by hastily moving up (to right or left, as the movements of the person standing indicate) so as to fill the empty seat whenever the standing player approaches it.

In this manner, the vacancy is kept at the point farthest from him, and unless he is agile, the player cannot capture it.

The Laughing Game

Players form a circle. The first player starts with the word "ha," the second says "ha, ha," the third, "ha, ha, ha," and so on, each one in turn adding one more ha than has been made by his neighbor. In each case, the ha ha's must be made without laughing, which is almost an impossibility. Before the circuit has been completed the entire circle is in peals of laughter. Each one guilty of laughing drops out of the game. The one remaining longest without laughing wins.

Game of Opposite

Players stand in a circle. An extra player stands in the center, holding in his hands as many pieces of tape as there are players in the circle. The tape (or ribbons) are of two colors, red and blue. The opposite ends of each tape are held in the hands of a player. When the leader says "Reds let go," "Blues, hold on," the blues will let go, always doing just the opposite of the command given to be obeyed. Commands should be given rapidly and in military tone. When word for "all to hold on" is given the entire circle lets go, and so on.

Musical Circle

All players sit in a circle. One in the centre is the leader. To each one is assigned some musical instrument, which he must play. The leader waves his baton, but from time to time he will quickly begin to pantomime the instrument of someone in the circle. For instance, he plays the cornet, and as soon as he does this, the one to whom the cornet was assigned immediately sits back with folded hands until the leader goes back to his baton. Should a player fail to remark that the leader has taken his instrument he is subject to forfeit.

Memory Test

A tray piled high with all sorts of objects, as diverse as possible in character is brought into the room. The players are given one minute in which to take a rapid survey of same. At the end of that period the tray is taken away and the players, with pencil and paper (previously supplied them) write down the names of as many of the articles as they can remember. The one whose list is largest and most correct is the winner.

Finding a Partner

An odd number of players participate. At a signal (preferably a musical accompaniment), the players, fly or skip promiscuously about the room. When the music stops each player attempts to stand back to back with a partner. The one left without a partner, as the game proceeds, tries to be successful the next time.

Nose and Toe Tag

This game is played like ordinary tag, with the exception that no one can be tagged who has his right hand on his toes and left hand on his nose.

Spirits Move

A leader and his accomplice are required in this game. The one illustrating the game leaves the room. His accomplice passes among the players and stopping before one of the number and with hands outstretched says, "Spirits Move." The leader from without replies, "Let them move." He proceeds in this manner until finally he takes his stand before another one of the group saying, "Spirits Move and Rest Upon." The leader from without completes the sentence by adding the name of the person over whose heads the hands are extended.

The trick is simply this: The one over whose head the accomplice's hands rest is the one who spoke last before the leader retired from the room.

Hands Over Head

A leader and his accomplice are necessary to this mystifying game. The leader leaves the room while his accomplice passes around among the players, occasionally stopping in front of one of them, and with

hands extending over the player's head says, "Hands Over Head." The leader answers from without "Hands Over Head." He continues around the circle in like manner until finally he stops in front of a player and with hands extended says "Hands Over Head and Rest Upon" whereupon the leader answers "Hands Over Head and Rest upon (John Smith)" naming the person over whom the hands are extended.

The trick: The accomplice places his hands over the head of the person before whom he has been standing at the time the leader withdraws from the room.

Bottles

Any number of couples may compete in this game. Arrange two files of Indian clubs, large bottles or ten pins, five in a file, at a distance of four feet apart with an aisle of six feet between files. Each couple is comprised of a man and woman. The man is blindfolded and to his wrists are attached streamers or reins about three feet long. The woman, at a given signal, guides her partner by means of these reins on and around each bottle in the first file, returning in like manner by the second file.

The team succeeding in making the circuit without overturning any of the bottles wins.

In no way is the driver permitted to suggest direction except by driving with the reins.

Relay Spelling Race

This game is particularly interesting if the men and women of the party compete. For each team a pronouncer is chosen who takes his place directly to the right of the blackboard immediately in front of his team, who are standing in file formation, and at a distance of about fifteen feet from the blackboard.

Each pronouncer is supplied with a list of words previously agreed upon between themselves, and consisting of words commonly used but frequently misspelled, as necessary, parallel, embarrass, harass, etc.

At a given signal the first contestant leaves his place in the file, runs to the board, and as the pronouncer announces the first word to him, proceeds to write it on the board, quickly, but legibly, turns and runs to the end of the file, tagging as he does so the second player in his file. The second contestant in turn, runs to the board, writes the word pronounced to him, and in like

manner returns to the end of the file, tagging as he does so the third contestant. No contestant except the first leaves his place until tagged by the returning contestant. With ten contestants to a file, count finishing first as equal to two misspelled words at first, later to one misspelled word. The side finishing first is thereafter entitled to consider 2 (or 1) misspelled words as correctly spelled in the final count.

Turtle Tag

If the group is large, select two or three to be "It." The "Its" endeavor to tag others. To keep from being tagged, players must lie upon their backs on the floor with neither feet nor hands touching the ground.

Earth, Air and Water

The players are seated in a circle. One of the number calls out "earth" and throws a knoted handkerchief at some one. At the same time counting ten. The person who receives the handkerchief must give the name of some animal before ten counts are completed. He then throws the handkerchief to some one else. So the game goes on; if "air" is called, the name of a bird must be given. If water is called, the name of a fish must be given.

Location

Sides are chosen, the opposing teams standing in separate lines as for a spelling match. No. 1 of one side mentions the name of some city or town in any part of the globe, and No. 1 of the other side must locate it before his opponent has finished counting ten. He, then in turn, names a city which No. 2 on the other side must locate. If any one fails to give the correct location before the expiration of the ten counts, a member from the side he represents is chosen by the other side. For example, A and B choose sides. A begins by saying "Cleveland," and commences to count ten, but B says "Ohio" before he has finished. B then names "Detroit" and begins to count, but A calls out "Michigan," and it is his turn to puzzle B's side, which he does by saying "Kalamazoo." This not being correctly located gives A's side the choice of one of B's men. And so the game continues until one side wins all the members from the other. Twenty may be counted instead of ten if the company elect.

What Is My Age

There must be at least two people in the secret. One of them leaves the room. Somebody in the company tells his age to the others and the absent player is recalled. Everybody is at liberty to question him, but he only pays attention to the one player he knows holds the secret of the game, and from the first letters of the words introducing the remarks of this person he takes his cue, the first ten letters of the alphabet standing for the ten digits.

For example—A goes from the room. B asks for somebody's age. C volunteers, "I am twenty-five." A being then recalled, there is a demand from the company for the required age. As every one is more or less skeptical as to A's ability to guess it. During the general confusion B hastily says, "Be sure before you speak," and then again, "Enough thinking, tell us if you know." Of course, A guided by the first letter "b" of the first remark," and "e" of the second, which he knows represents two and five respectively, quickly answers "twenty-five."

Buzz

This game consists in counting up from one, each player giving a number in turn; but whenever the number "seven" appears, or any of its multiples, the word "Buzz" must be substituted. As one, two, three, four, five, six Buzz eight nine, ten, eleven, twelve, thirteen Buzz etc. When the seventies are reached the players say—"Buzz one" "Buzz two," etc. As a player fails he is dropped from the game.

Birds Have Feathers

The leader throws up his hands every time he mentions a bird or animal. The players follow him when he mentions any of the feathered tribe, but keep their hands upon their knees when he mentions species which have not feathers; the object, of course, is to catch them unawares by naming birds that have feathers very rapidly, and quickly introducing something that has not. Thus—Chickens have feathers. (All hands up.) Ducks have feathers. (Hands up.) Eagles have feathers. (Hands up.) Cats have feathers. Leader's hands up—all others whose hands have been raised pay a forfeit.

The Rhyming Guess

One player thinking of a word announces to the rest c the company some other word that rhymes with it. Th other players guessing at the word thought of must para phrase their guesses, disguising them as clearly as pos sible, while the first player responds as follows: 1st play —"I have thought of a word that rhymes with art." 2n player—"Is it the seat of sentiment" 1st player—"N it is not heart." 3rd player—"Is it to make a beginning 1st player—"No, it is not start." 4th player—"Is Cupid's weapon?" 1st player—"Yes, it is dart." If t first player fails to interpret promptly, or if any memb of the company is not instantly ready with a question the required form a forfeit is demanded.

Weavers' Relay

Players form in circles, hands joined, an equal numb in each circle. Beginning with No. 1, players number the right.

At a signal, all raise hands, forming "high window through which No. 1 passes in and out around the circ As soon as he returns to his starting point, No. 2 sta out, and in like fashion goes in and out of the windo and the game continues until all have made the circ The circle finishing first scores.

All Up Relay

Players stand in files, an equal number in each. front of each file two circles with rims touching drawn upon the floor. Into one of the circles stand th Indian clubs. At a signal No. 1 in each file runs to front—with one hand takes hold of the clubs, remo them to the middle of the adjacent circle, and returns the rear of the file, touching off No. 2 as he does so. 2 runs to the front, and in like manner removes the cl and places them in the middle of the first circle, retu to the file touching off No. 3 as he does so. The ga continues until all have played. The file finishing f wins. No player can return to his file until he has s ceeded in placing the clubs upright in the center of circle.

Rope Relay

Players arranged in files of equal number. A le stands at a distance of about fifteen feet in front of f

holding in his hand as many ropes as there are files competing.

At a signal the first player in each file runs forward to the leader, takes one of the ropes at one end, returns to his file, giving the other end of the rope to No. 2. Then holding the rope between them and near the ground they run to the rear of the column on each side. The players in the file jump over the rope as it reaches their feet. Upon reaching the rear of the column, No. 2 takes the rope, runs to the front of his file, gives the other end of the rope to No. 3, and the game continues until the last player in the column carries the rope back to the leader. File finishing first wins. If wands are available they may be used instead of ropes.

Where Is Your Letter Going?

The company are seated in a circle. Two people, one for postmaster and the other for carrier, are chosen.

The postmaster standing at the top of the room gives each person the name of some city, writing the names down on a sheet of paper as they are given. The carrier (who is blindfolded) stands in the center of the circle. The postmaster announces, for instance, "I have a letter to go between Cleveland and Detroit." As soon as these names are called out, the persons who represent these cities change places, the carrier trying at the same time to catch one of them. If he succeeds in naming the captured player, the latter must become carrier. Should the postmaster say, "I have letters to go all over the world," everybody changes places. If the carrier, in the confusion, succeeds in securing a seat, the person left standing becomes the carrier.

Proverbs

One player having gone from the room, a proverb, of which each person takes a separate word, in order, is selected by the others. The absent player then being recalled, proceeds to question the others singly, each introducing in his answer the word of the proverb he has previously received. When he has succeeded in guessing the proverb, the player whose answers have furnished him the most information goes from the room. This game may be played by the players shouting the words of the proverb in unison, leaving the listener to distinguish in the uproar some word that will give a clue to the proverb. In either modification of the game the player whose answer or word leads the questioner to discovery becomes the one to go from the room.

Basket Ball Pursuit Relay Race

Players in two teams of equal number line opposite sides of the playing space. The running is around the square formed by the teams, r passing outside of both lines. Mark off the corı the course with a chair or stake. Players face Right-hand player of each line holds a basket ba a signal these two players run forward arou course, each trying to catch up with the othe reaching his starting point, each runner hands tl to the next player of his team, who runs in his tu then goes to the foot of the line. Team finishin scores.

Ostrich Tag

To be safe, the player must be standing on on with opposite arm under knee of same side, hand ing nose.

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